
Subject: Re: wwnet

Posted by [\[EE\]pickle-jucer](#) on Sat, 02 Jul 2016 03:36:32 GMT

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jonwil wrote on Fri, 01 July 2016 19:16 That function at 0061BD90 happens to be a function even TT hasn't been able to figure out.

Ah, I see.

I probably should have clarified: I didn't notice anything broken, I was just wondering if there was breaking changes to the networking code that I needed to worry about in the future. It is really cool that TT was able to keep backwards compatibility along with the new features added!

The "packet type" I was talking about are the ones prefixed with "PACKETTYPE_", I don't know what they're referred to as normally because I just got them from the binary. Though, after a quick look at the strings from a TT bandtest.dll, it seems the new one I saw was probably "PACKETTYPE_RESOURCE_MANAGER"

So currently I have:

```
enum{
PACKETTYPE_UNRELIABLE
PACKETTYPE_RELIABLE
PACKETTYPE_ACK
PACKETTYPE_KEEPALIVE
PACKETTYPE_CONNECT_CS
PACKETTYPE_ACCEPT_SC
PACKETTYPE_REFUSAL_SC
PACKETTYPE_FIREWALL_PROBE

// New from TT
PACKETTYPE_RESOURCE_MANAGER
};
```

I'm currently able to parse all except: PACKETTYPE_UNRELIABLE, PACKETTYPE_FIREWALL_PROBE, (now) PACKETTYPE_RESOURCE_MANAGER, and partially PACKETTYPE_RELIABLE because I haven't implemented all of the NetClassIDs.